

# BARBARIAN: PATH OF THE HERO WARRIOR – NO IMAGES

**N**OT ALL BARBARIANS ARE UNCHARISMATIC brutes. Those who tread the Path of the Hero Warrior combine their incredible Strength with absorbing Charm. They make great leaders, and can rally people to their cause with a combination of their words and impressive stature.

*People often gather to Hero Warriors like moths to a flame; be it as guests at parties or fellow travellers round the campfire because their very presence can calm the frayed nerves of the stressed. And in combat, the sheer power of their voice can be enough to turn the tide.*

## HEROIC PERSUASION

Beginning at 3rd level, you become Proficient in the Persuasion skill. If the situation allows it, it is possible to make Persuasion (Strength) checks, in scenarios where the individual you're trying to persuade would size you up, and this would go in your favour. This is not always applicable and your DM will make the decision. For example, asking a shopkeep for a discount on their wares will result in a normal Persuasion (Charisma) check. However, attempting to win a mercenary contract; they, upon seeing your size and working out your power, may be more inclined to choose your group after a successful Persuasion (Strength) check. Another scenario might be if you're trying to persuade a scared civilian to come with you for safety, they may after seeing your stature, be more inclined to come with you to stay safe after you succeed a Persuasion (Strength) check. You may request to roll a Persuasion (Strength) check, but the DM is fully within their rights to ask for a Persuasion (Charisma) check, and the DM has final say.

## FEAST FOR HEROES

At 3rd level, feasting with you can bolster the spirits of those around you as you make light of horrors, raise morale, or laugh with your allies. Upon using this feature, a number of creatures eating or drinking with you up to your proficiency bonus gain temp HP equal to your Barbarian level. These Temporary Hit Points last 8 hours, and you can only use this feature once per day. The creatures affected are more likely to treat you favourably, and are more likely to become friendly towards you. These Temporary Hit Points last until: they get used up, they get replaced by Temporary Hit Points from another source, or 8 hours passes - whichever comes first. However unlike normal, these Temporary Hit Points are unaffected by a Long Rest.

## CALL BACK TO ARMS

At 6th level, you can shout to a creature who is currently at 0 HP and get them back in the fight. You learn the Healing word spell and can use this feature to immitate casting the spell at 1st level. You can do this a number of times equal to your Charisma modifier per day (minimum of 1), and this resets after you finish a long rest. Charisma is your spellcasting modifier for this. When this feature is used it is not a spell, nor does it require a spellslot, as as such it can be used during Rage, and doesn't break Rage. You can also cast it with any spellslots you have available.

## THE MYTH

At 6th level, you shrug off damage in such a way that they'll tell stories about. While raging, as a reaction you can become resistant to all damage from a singular creature, Area of Effect or spell (not just slashing, bludgeoning or piercing) for 1 turn. You can do this a number of times equal to your proficiency bonus per day.

## RALLYING CRY

At 10th level, you can snap a creature out of its haze; you can use this feature as a Bonus action, and upon hearing your call, a creature can make a Wisdom Saving Throw to attempt to end an effect that is taking place due to either; a failed Wisdom Saving Throw or a charm that is currently affecting them. The Wisdom Saving Throw is made with advantage if you are within 10ft of them. This doesn't work on creatures that are deafened, are inside the area affected by a Silence spell, or otherwise can't hear you. Once a creature has been targeted, you cannot target them again until dawn.

## THE LEGEND

At 14th level you become Proficient in Wisdom Saving throws. Additionally as a action, once per day you can end any one negative affect or condition on yourself. This action can be taken even if text specifies only certain actions can be taken, but not if you're unconscious. It doesn't apply to the special condition Exhaustion.